

SPIDER-MAN™ 3D Game

60-2707

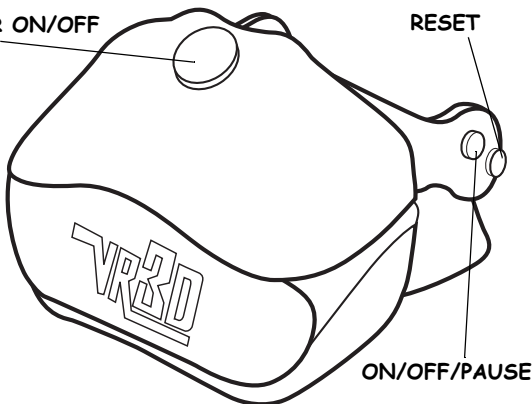
OWNER'S MANUAL — Please read before using this equipment.

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POWER ON/OFF

RESET

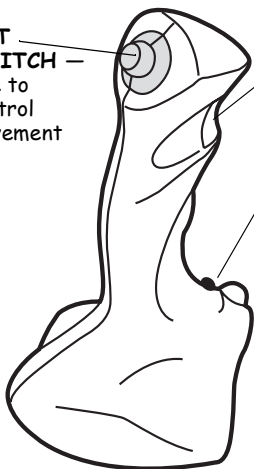


HAT

SWITCH —
Use to
control
movement

FIRE/ENTER

MODE — See "Mode
Selection" on Page 6.



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! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

⚠ — Warning

! — Important

⚡ — Caution

📝 — Note

WELCOME TO THE 3RD DIMENSION! GET READY FOR THE RIDE OF YOUR LIFE!

The Green Goblin™ and his thugs have taken the city hostage and only SPIDER-MAN® can stop them! Sling webs to protect the innocent citizens, regain control of the city, and defeat your ultimate archenemy! Do you have what it takes? Only you can decide!



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INSTALLING BATTERIES

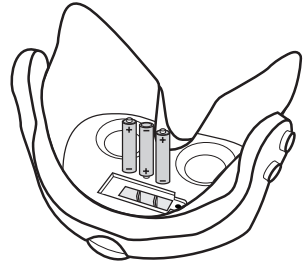
Your game uses six AAA batteries (three for headset and three for joystick, not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

CAUTION

- Use only fresh batteries of the recommended size and type.
- Do not use rechargeable batteries.
- Do not mix old and new batteries, different types of batteries (standard, or alkaline), or batteries of different capacities.
- If you do not plan to play the game for a week or more, remove all the batteries.

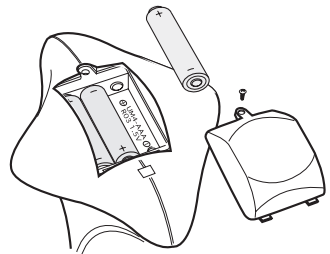
IN THE HEADSET

1. Use a Phillips screwdriver to loosen the screw and remove the battery compartment cover on the headset.
2. Insert three AAA alkaline batteries as indicated by the polarity symbols marked inside the battery compartment.
3. Replace the battery compartment cover and secure it with the screw.



IN THE JOYSTICK

1. Slide ON/OFF to OFF.
2. Use a Phillips screwdriver to loosen the screw and remove the battery compartment cover at the bottom of the joystick.
3. Insert three AAA alkaline batteries as indicated by the polarity symbols marked inside the battery compartment.
4. Insert the tab of the cover to the recess of the compartment and replace the battery cover, then secure it with the screw.



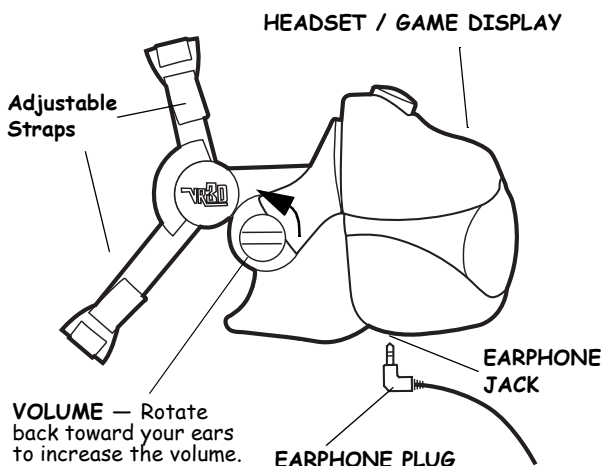
WARNING

Dispose of old batteries promptly and properly. Do not burn or bury them.

When the game stops operating properly or the headset display dims, replace the batteries on both headset and joystick. ⚠

USING EARPHONES

Insert the supplied earphone's 1/8-inch (3.5 mm) plug into the **EARPHONE JACK** at the bottom of the headset. You can also use any headphone with a 1/8-inch (3.5 mm) plug (available at your local RadioShack or at RadioShack.com.)



LISTENING SAFELY

Set the volume to the lowest setting before you begin listening. After you begin listening, adjust the volume to a comfortable level.

Do not listen at extremely high volume levels. Extended high-volume listening can lead to permanent hearing loss.

Once you set the volume, do not increase it. Over time, your ears adapt to the volume level, so a volume level that does not cause discomfort might still damage your hearing.

OPERATION

1. Press **POWER ON/OFF** to turn on the headset. The power indicator light turns on. ⚠
2. Connect the earphone to the headset and place the earbuds securely and comfortably into your ears.
3. Rotate **VOLUME** knob on the right ear of the headset to a desired level.

⚠ WARNING ⚠

READ THE FOLLOWING BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

SEIZURE AND EPILEPSY

Some people (about 1 in 4000) may have seizures or black outs triggered by flashing lights or light patterns that they encounter in everyday life, including those in certain television images or video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the likelihood of a seizure when playing video games:


- Don't play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Stop playing video games for at least 10 to 20 minutes per hour.

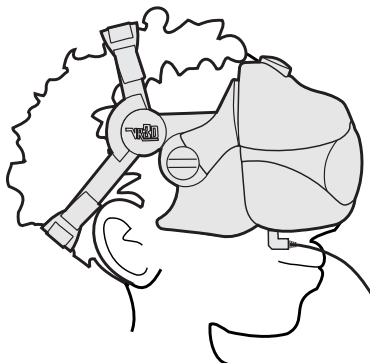
WARNING

Be sure to play with your VR 3D™ game in a safe area. To reduce the risk of possible injury, do not attempt to walk and wear your headset over your eyes at the same time.

NOTE

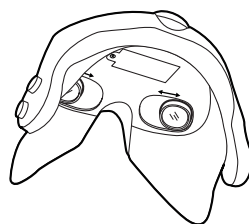
- The power indicator on the joystick lights only when you press **FIRE/ENTER**, **MODE**, or push the joystick's hat switch left or right.
- To conserve battery power, the headset switches itself off automatically if you do not press a button for about two minutes.
- If the joystick malfunctions, switch **ON/OFF** to **OFF**, turn it on again after about three seconds.
- Make sure to keep your VR 3D headset right-side up (so that the **POWER ON/OFF** button is on top). If you place your headset down onto the **POWER ON/OFF** button, you may inadvertently turn the unit back **ON** and drain the batteries.
- Your Color FX VR 3D Game Display utilizes the light that is outside of your headset unit. It is recommended that you play in a fairly well-lit environment. If you wish to increase the brightness of the game display, simply increase the brightness of the environment around you.


4. Place the headset onto your head. Tighten or release the adjustable straps for a secure and comfortable fit. 




5. Slide the lenses to the left or right to fit the width between your eyes.

6. Place your eyes as close as possible to the lenses and allow your eyes to adjust to the 3-D (3-Dimensional) images in the view piece.



7. Look for the 3-D effect from the LCD screen.
8. Switch **ON/OFF** to **ON** on the joystick. 
9. Hold the joystick in a comfortable position.
10. Press **FIRE/ENTER** to start the game. An audio cue indicates that the game is about to begin.

To pause game-play, press **ON/OFF/PAUSE** on the left ear of the headset once. The display flashes. Press **FIRE/ENTER** to continue the game.

To turn the game off temporarily, press **ON/OFF/PAUSE** twice. The display shuts off, but the Power Indicator light will remain on. Stopping the game in this manner allows you to retain your progress. For example, if you die in mode 3, level 4, you may start again in mode 3 without having to play all the way from mode 1, level 1. Simply press **ON/OFF/PAUSE** again to play again. 

To turn the unit off completely, press **POWER ON/OFF** again to turn off the headset and slide **ON/OFF** to **OFF** on joystick.

GAME-PLAY

OBJECTIVE

You are SPIDER-MAN! The object of the game is to earn points by slinging webs to capture and defeat the Green Goblin and his thugs before they destroy you! There are three modes. Mode 1 is the easiest. Mode 2 is more challenging. Mode 3 is the most difficult. There are 10 levels of difficulty in each mode. Each level becomes more difficult as you annihilate the Green Goblin and his thugs. Upon completing all 10 levels, and saving the city, you will be honored with sounds of victory!

MOVING

Move the joystick's hat switch left or right to move left or right.!

WEB SLINGING

Pressing **FIRE/ENTER** slings webs to destroy the Green Goblin and his thugs.

Sling three webs to temporarily catch and defeat the Green Goblin. But, be warned: The Green Goblin is very strong and will return after a short time to do battle again!

Sling one web to catch and defeat the Green Goblin's thugs! But, be warned: As you destroy the thugs, more will appear to do battle with you!

Avoid the Pumpkin Bombs thrown by the Green Goblin and the bullets fired by his thugs. You will lose one life point when you are hit by a Pumpkin Bomb or a bullet.☒

After you have been hit three times, the game is over. When you have completed 10 levels in each mode, **You Win** will be displayed and the "sounds of victory" will play! When you have completed all 10 levels in all three modes, you will have rid the city of the threat of the Green Goblin and his thugs!

! IMPORTANT !

- Allow a clear open space for game play.
- Modifications not authorized by the manufacturer may void users authority to operate this device.
- Emissions or interference of surrounding electronic equipment may affect operating performance.

☑ NOTE ☑

Your life points are indicated by the three Spidey faces next to **LIFE** in the display. Each time you lose a life point, a face goes dim.

NOTE

Mode Selection

- You must finish all 10 levels in mode 1 in order to qualify for the next mode. Otherwise, you can not advance to mode 2. After you finish all 10 levels in mode 2, you may advance to mode 3.
- Mode selection is only available between games. Pressing **MODE** during game-play will not change the settings.

Scoring

The Green Goblin may not reveal himself at first. But, be careful. He is watching and is ready to strike at any moment!

MODE SELECTION

Repeatedly press **MODE** on the joystick to change to mode 1, 2 or 3.

SCORING

Whenever you hit a thug or the Green Goblin, you will receive the following points:

Levels 1 to 4 — 25 points for successfully shooting any thug.

Levels 5 and 6— 50 points for successfully shooting any thug.

Levels 7 and 8— 50 points for successfully shooting any thug. 100 points for successfully shooting the Green Goblin.

Levels 9 & 10 — 100 points for successfully shooting any thug. 150 points for successfully shooting the Green Goblin.

HIGH SCORE

After you've finished the game, if the score is higher than the previous High Score achieved, the new score will be displayed and an award tune will be sounded.

RESET

Press **RESET** on the left ear of the headset if the game does not work properly. This will reset the game and the High Score record.

TROUBLESHOOTING

Problem	Solution
There is no display in the headset.	Make sure the headset and joystick are turned on.
	Press RESET .
	Make sure that the batteries are properly installed.
The display is dim. The visual quality is not good.	Replace the batteries.
	Press RESET .
Brightness is low, the lighting is yellowish, and the display is dim.	Replace the batteries.
	Change your location to one with more available light.

Problem	Solution
There is no function between the headset and the joystick.	Make sure the headset and joystick are turned on.
	Press RESET .
	Make sure that the batteries are properly installed.
	Replace the batteries.
	Move the joystick below the headset to find the best communication between the headset and joystick (within two feet).
You cannot view the 3-D effect.	Slide the lenses to adjust their position to fit your eyes.
	Watch the screen for two minutes or longer to allow your eyes to adjust to the viewer.

CARING FOR YOUR LENS

Take care not to scrape the lens with hard objects, as the surface scratches easily.⚠

Use a soft, dry cloth to remove dust from the lens.

Do not use volatile substances such as thinners or benzene, as these may react with the lens and cause deformation or remove the coating.

CARE

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

SERVICE AND REPAIR

If your game is not performing as it should, take it to your local RadioShack store for assistance. Modifying or tampering with the game's internal components can cause a malfunction and might invalidate its warranty.

**WARNING**

THIS PRODUCT CONTAINS TWO PLASTIC LENSES, WHICH MAY CAUSE INJURIES IF BROKEN.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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